# Summer Baseball/Softball Game Schedule July-Aug 2023

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
It's summer!	3	4 No Games – July 4th Observed	5:45 PM – Bunting Tournament (all players) 6:30 PM – Sliding Practice (all players)	5:30 PM – Ponytails 7:00 PM – Angels 5:30 PM - Minors 7:00 PM - Ozone	7	8
It will be HOT, so be sure to send your player with plenty to drink.	10	11 5:30 PM – Angels 7:00 PM – Ponytails 5:30 PM - Minors 7:00 PM - Ozone	Make-up Games as Needed	5:30 PM – Ponytails 7:00 PM – Angels 5:30 PM - Minors 7:00 PM - Ozone	14	15
	17	18 5:30 PM - Angels 7:00 PM - Ponytails 5:30 PM - Minors 7:00 PM - Ozone	Make-up Games as Needed	5:30 PM – Ponytails 7:00 PM – Angels 5:30 PM - Minors 7:00 PM - Ozone	21	22
	5:45 PM – Baseball/ Softball Fun (all players) 6:30 PM – Sliding Practice (all players)	25 5:30 PM – Angels 7:00 PM – Ponytails 5:30 PM - Minors 7:00 PM - Ozone	Make-up Games as Needed	5:30 PM – Ponytails 7:00 PM – Angels 5:30 PM - Minors 7:00 PM - Ozone	28	29
30	31	1 5:30 PM – Angels 7:00 PM – Ponytails 5:30 PM - Minors 7:00 PM - Ozone	Make-up Games as Needed	3	4	5

Games cancelled for any reason will be rescheduled as the schedule/weather permits. There is no guarantee all cancelled games can be rescheduled. Cancellations due to weather or field conditions will be made as late as possible, but no later than 1.5 hours prior to game time.

We apologize for any inconvenience, but rescheduling games with such a tight summer schedule is extremely difficult.

LOCATIONS (all in Prosperity): Angels & Ponytails = Minors Field (across from Food Lion; front field)

Minors & Ozone = Ozone Field (across from Food Lion; back field)

## Angels (A)

Mary Longshore Kerry Suber Jason Boice Kevin Gilliam Lauren Spreeuwers Adam Hendrix

#### Ponytails (P)

Darren Milstead Jessie Long

### Minors (M)

Anthony Cannon Kristie Garner Mack Garner

#### Ozone (O)

Clayton Epting Andy Gallman Ben Chapman Jeremy Senn Asa Manning Remember the Summer League is intended to be extremely instructional and FUN!